

TROSTENHAL MINE

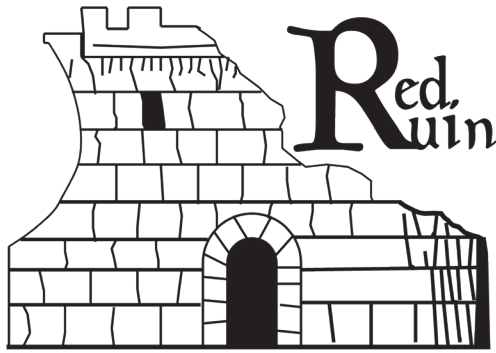


PART 6 OF THE MAUNDERLAK SAGA

A SCENARIO FOR 4-6 Characters
OF 4th TO 5th RANK

WRITTEN BY SIMON HOWARD





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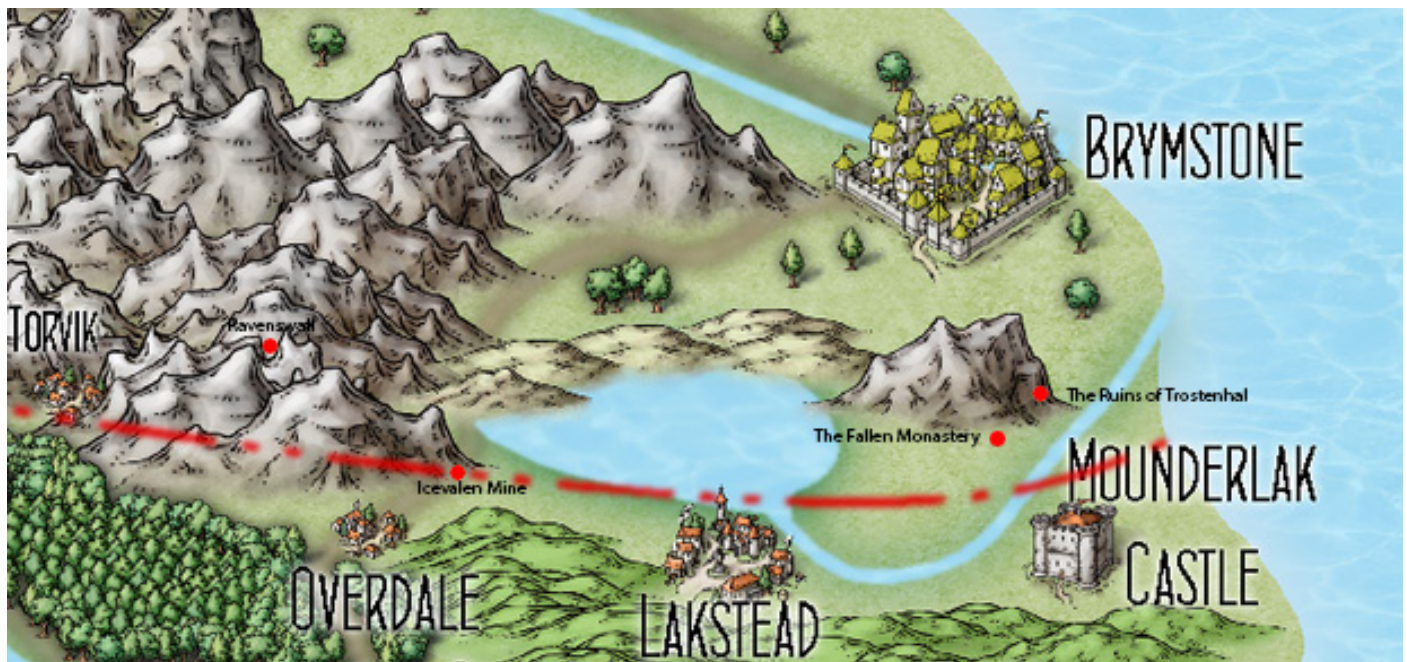
Scenario maps created using the following sets.

[Modular Kit: Abandoned Dwarven Hold Corridors](#)

[Modular Kit: Abandoned Dwarven Mine Tunnels](#)

[Modular Kit: Abandoned Dwarven Mine Chambers](#)

Trostenhal Mine is fairly location agnostic but was designed to be run if the characters decided that going back through the area with the Hellions in it (06) in the Return to Trostenhal scenario is not the best way to get out.



If used as a standalone adventure the following random chart can be used rather than the written encounters.

Chance of Encounter: 15% (check every hour)

d100 roll Encounter

01–05 Basilisk	67–70 Manticores (1–2)
06–11 Bats (2–20)	71–73 Ogre
12–15 Dwarven adventurers (3–9)	74–80 Obsidiaks (1–6)
16–20 Elven adventurers (1–8)	81–87 Orcs (3–12)
21–36 Human adventurers (2–8)	88–89 Ghouls (1–3)
37–40 Gargoyles (1–3)	90 Mummies (1–2)
41–43 Ghost	91 Spectres (1–2)
44–49 Giant Rats (2–16)	92–94 Skeletons (3–18)
50–54 Giant Spider	95 Vampires (1–3)
55–58 Gorgons (1–3)	96 Wights (1–3)
59–63 Goblins (1–6)	97 Wraiths (1–2)
64–66 Hobgoblins (1–2, with 0–5 Goblin attendants)	98–00 Zombies (2–12)

When Trostenhal fell not everyone made it out of the halls, but those that left trapped in the deepest parts of the mines suffered the most. The spirits of the dead miners do not rest easily and intruders of any sort are not welcome.

Any living intruders in the mines run a risk of encountering these angry spirits. There is a 15% chance every 10 minutes that the party encounter one or more.

When they are encountered the spirits are ethereal and can only be seen as they enter into the light of any lanterns, torches or candles.

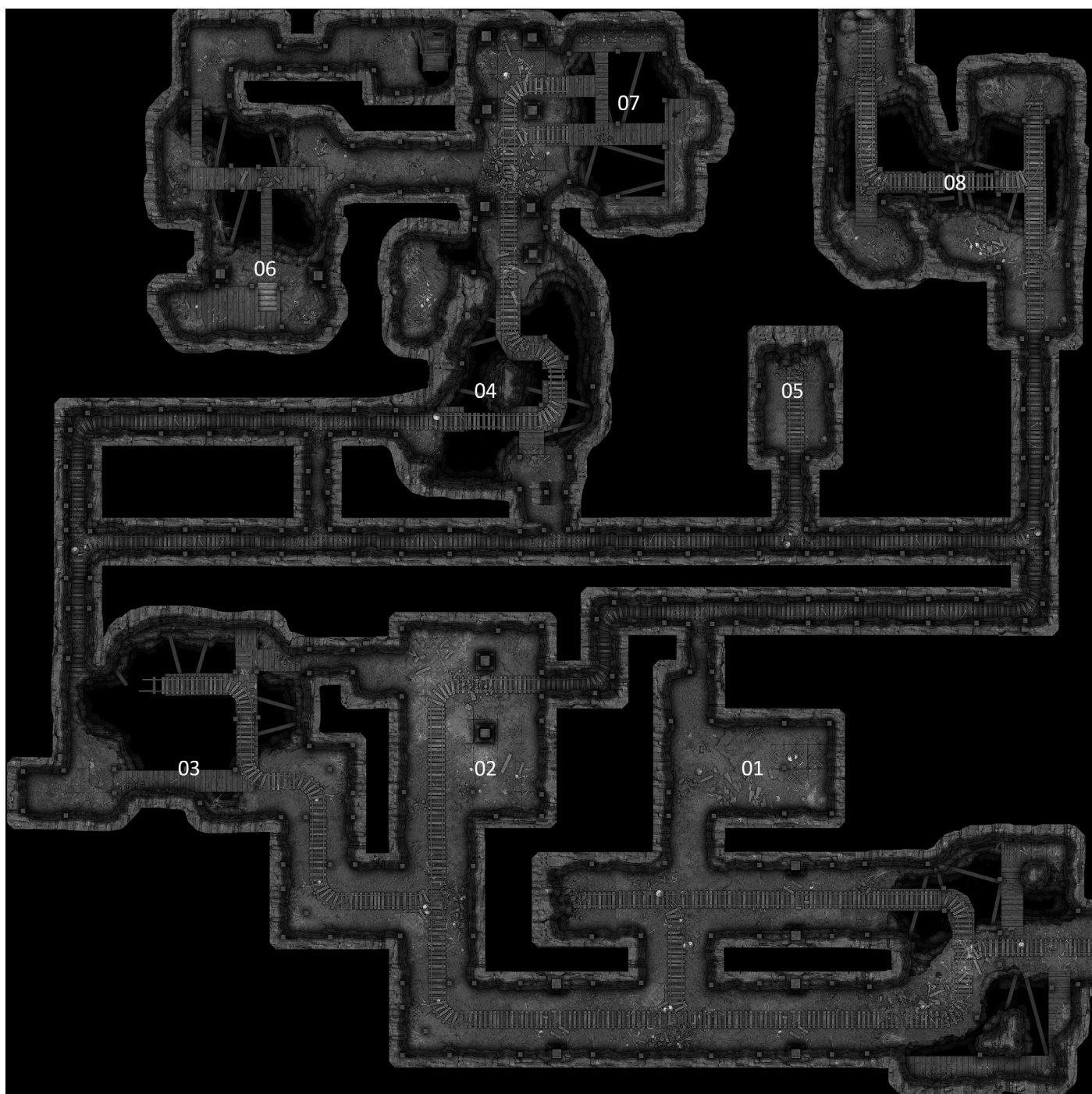
They can do no harm but will surprise the characters (1 chance in 6 of this) and look identical to the few miners that ended up as Spectres.

There is a 1 in 10 chance of that this encounter will be with a Spectre.

If a Spectre surprises a party of adventurers (4 chances in 6 of this), everyone in the party is subject to a Fright Attack (see *Dragon Warriors*, p. 122), but with a Fright Attack strength of 1d6. The Spectre will then close with the party to fight them physically.

The Spectre is difficult to harm, non-magical weapons do not affect it, and neither do physical spells.

Unless the characters are very well equipped with magical weapons then only have them meet one Spectre in the entire mine.



Mine Spectre

ATTACK 19
Touch (d12,5)
DEFENCE 11
Armour Factor 0
EVASION 4
REFLEXES 7
STEALTH 18
PERCEPTION 13 (Darksight)
MAGICAL DEFENCE 11
Health Points 17
Movement: 10m
Rank-equivalent: 8th

01 - Rest Area

Now just a dust filled reminder of what used to be, in times past miners would rest here, eating and drinking in relative safety.

If the characters decide to stop here and have food or drink they will see flickers of movement at the edge of the light but the spirits of the miners will leave them alone. The Spectres though will not.

02 - Sorting Hall

When the ore was brought through this area the supervisors would rough sort the carts and then forward them on to other areas.

There are small rocks and pieces of ore still on the floor here.

03 - Mine Work Number 56

Deep pits and broken mine cart tracks are all that is left of most of the mine workings. Mine Work Number 56 is no exception.

Anyone that even tries to follow the tracks to where they end, in an attempt to jump over the gap to where they restart, will have to make a REFLEXES check to avoid it collapsing under their feet and them plummeting to their deaths.

If the characters try to slowly edge out have them make a PERCEPTION check to alert themselves to how unstable the tracks are.

04 - Mine Work Number 63

A tribute to the build quality of the designs used all those many years ago by the miners the track and supports here are old, creak a bit, but are still very stable.

05 - Lift Shaft

Upon first inspection this area seems to be just another storage zone, probably turned into one after whatever was here was mined out.

In reality if the characters actually go further into the area and check up they will see a shaft ascending from the ceiling of the area, leading up

to another level (area 09).

The walls of the shaft are fairly rough and only have a difficulty of 14, or 10 if using a rope secured at the top. The climb is around 40m.

The lift above is still in working order and if someone climbs up, and doesn't fall down then they will be able to activate the ancient mechanism to lower the lift platform and then bring the others up.

06 - Mine Work Number 42

Away from the track system, this area is a much older mine working that leads to a tunnel, where a ladder down further into the mines.

Spirits congregate here. From here on down is where most met their final fate.

If the characters decide to investigate this area with more than just a cursory glance, have them notice that there are a lot of the spirits here.

4d6 spirits lurk here at any point. If ten or more are in the area then one will automatically be a Spectre if the characters have not already encountered one.

They are even more aggressive here than elsewhere. If any of the characters decide they want to go further down into the mine then dissuade them aggressively, and have the spirits gather around the top of the ladder, obscuring it.

07 - Mine Work Number 79

The platforms built up to the walls here still have some of the miners tools laying on them, they are old and a little rusty but still usable.

The platforms themselves are fairly stable but if more than three characters are on any one of them at the same time have ominous creaking noises emanate from the supports underneath.

Unless you want to really punish the characters these noises do not lead to any sort of a collapse.

08 - Mine Work Number 51

These mine workings show damage to the walls and if the characters follow the tracks they will find that at some point there has been a cave in blocking the tunnel.

There is no way for the characters to get further along this way.

For some reason the spirits of the miners do not come up to

this level.

09 - Mine Work Number 12

The lift shaft from below delivers the Characters to this area.

On seeing it for the first time they are immediately aware that the passage of time has done more damage here than lower down.

There is more debris on the floor and platforms and there are more signs of rust on the tracks.

10 - Mine Work Number 24

A major junction in the mine during the time Trostenhal was open this area leads a number of different places.

Unfortunately none of them are a way out.

11 - The Way Up

A new looking ladder leads up into a hole in the ceiling, the way out maybe? No.

The characters are not the first people to have stumbled into this part of the mine, as is evident by the ladder, but there is no sign here of recent activity.

This is because of the nest of spiders that live in the tunnel above.

They feed on any animals, or adventurers, that happen to wander into the tunnel complex and get near enough to ambush.

While they do spin webs, these spiders are hunters rather than lurkers, and will hear the characters coming up the ladder and attack. They will also descend.

Giant Wolf Spider Pack

ATTACK 15

Bite (d6, 3) - The bite of a Giant Wolf Spider carries a powerful paralytic venom.

DEFENCE 2

Armour Factor 2 (Chitin)

EVASION 4

REFLEXES 11

STEALTH 19

PERCEPTION 11

(Panoptical)

MAGICAL DEFENCE 4

Health Points 9, 11, 12

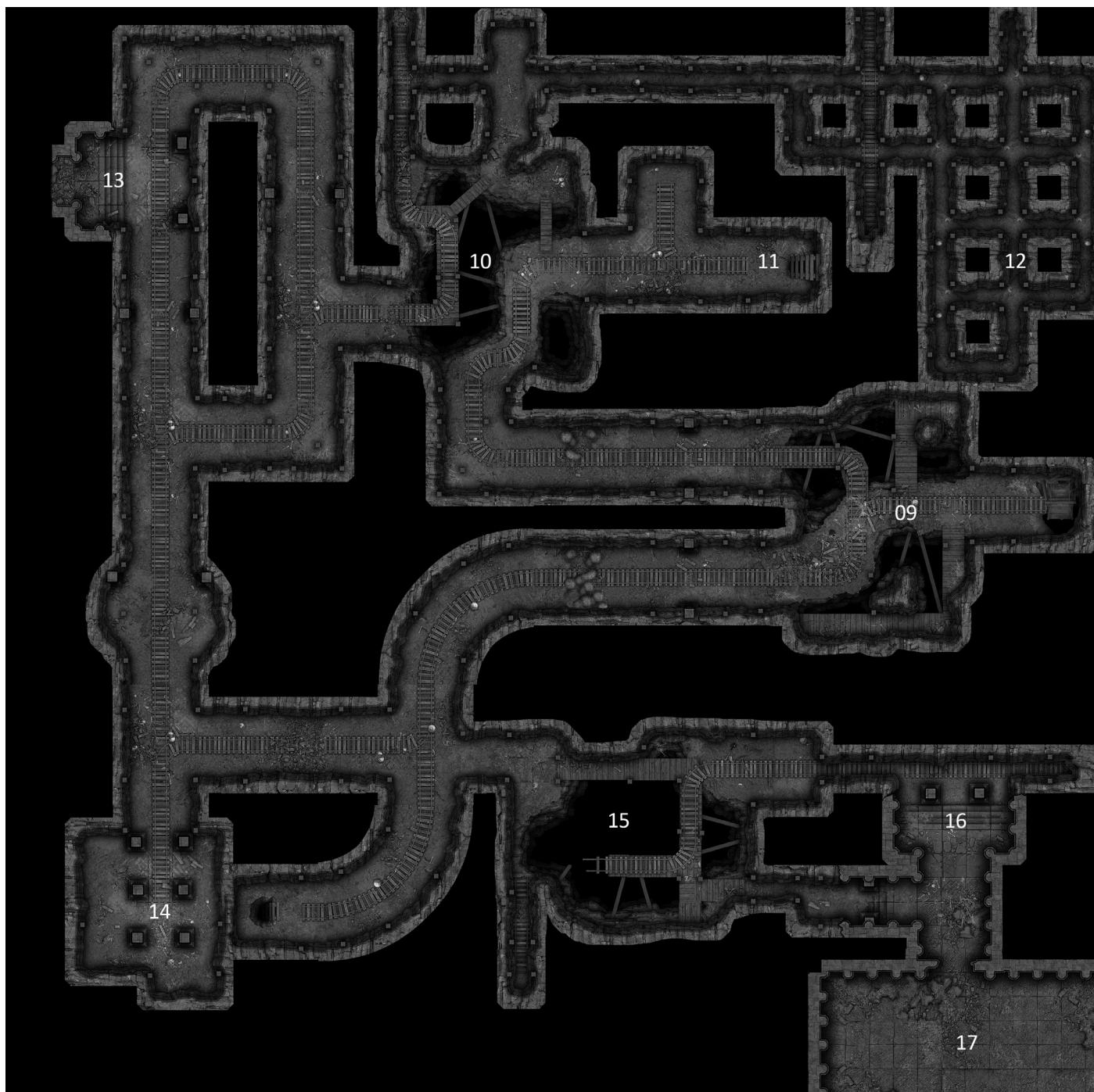
Movement: 15m (30m)

Rank-equivalent: 3rd

Anyone wounded by the Spider must roll less than or equal to their STRENGTH on 3d6.

If they fail, they will be paralyzed within 2d4 Combat Rounds and stay that way for at least d3+1 hours.

If the characters defeat these spiders and insist on climbing up they will find a web coated tunnel with the remains of a number of creatures, bats,



Maps used with permission from [Heroic Maps](#)

rats and the odd remains of devoured humans. There is also a small amount of treasure up here.

Gold Crowns: 2
Silver Florins: 9

A large Carved Ivory Bear of poor quality worth 28F

An Eye of Foreboding
(Dragon Warriors p. 142)

12 - The Maze

Following the smaller veins of ore left, this area is full of small, narrow tunnels.

The ore was originally shipped out along a narrow tunnel leading to the north.

If the characters try to follow this it carries on for around 500m, without any connecting tunnels or turns, before

ending in a rockfall.

These tunnels are not very stable. Anyone moving through the area at over half speed runs the risk of brushing against a wall and starting a rockfall.

On a roll of a 1-3 on a d10 there is a rockfall. Roll on the chart below to see how serious it is and how damaging.

Damage taken can be reduced by the character's Armour Factor. Reduce by a further point if the character is using a shield.

1–2 Very Minor - 1d2HP
3–4 Very Minor - 1d4HP
5–6 Minor - 1d6HP
7–8 Minor - 1d8HP
9–10 Major - 1d10HP
11–12 Major - 1d12HP
13–14 Roof Collapse - 1d20HP
15–16 Roof Collapse - 2d20HP
17–20 Total Collapse - 5d20HP

13 - The Blocked Exit

Obviously a connection to another part of Trostenhal at one point, this exit from the mines is blocked and full of rubble.

14 - The Tool Store

The remains of tools litter the ground here.

Once upon a time they were most likely stored here in an orderly manner but now they lie, partly rusted, the wooden parts eaten through, on the ground.

If searched the area is mostly clear of anything of value. The one exception is a wrapped in a bundle of cloth that is under a pile of broken pickaxes.

The bundle of cloth is actually the torn robes of a sorcerer that died in the mines a long time ago. His colleagues wrapped up his severed arm in it, to take back to his family.

On the finger of this now long desiccated and mummified left arm is a Ring of Red Ruin with 9 charges left.

15 - Mine Work Number 34

One of the closest mine works to the surface of the southern face of the mountain, this area is reasonably stable and free of debris.

What it is not free of is a ghostly spirit.

If the characters have returned the breastplate, and the remains of the king, to their rightful place in the sarcophagus then when they reach here they will see some light filtering in through the closest of the two ways to get to the exit. Just visible is the ghost of the king, clearer now that he has been properly laid to rest. He will nod to the characters and, especially if the one that found, and hopefully returned, the breastplate is amongst them, point in the direction of the exit that takes them almost straight out instead of to the Wyvern Lair (16)

16 - The Wyvern's Lair

Grey, scaly, huge and dangerous. The perfect description of a dragon. But this is no dragon, merely a Rock Wyvern.

The wyvern has nested here for some time as the courtyard outside makes a perfect basking place even in the winter.

When the characters arrive is crucial to where the Wyvern is at any particular time.

7am - 9am - Basking in the courtyard or in the hot spring.

9am - 6pm - Out hunting - 10% chance of having caught something and is bringing it back as the characters exit the mountain.

6pm - 7am - Curled up in its nest

ATTACK 21
Bite (d8+1, 5)
Sting (d8, 3 + strong poison)
DEFENCE 6
Armour Factor 6 (Scales)
EVASION 5
REFLEXES 17
STEALTH 12
PERCEPTION 15
(Panoptical)
MAGICAL DEFENCE 12
Health Points 35
Movement: 10m (25m, flying 80m)
Rank-equivalent: 10th

The venom of the sting is extremely potent and causes the permanent loss of 1d3 HP if the victim fails their 4d6 roll against STRENGTH.

The wyvern's treasure is mostly in bars of gold and silver weighing around 20kg each.

Easy for the wyvern to lift but not the characters.

Amongst it all are the following items.

Warhammer (+2)
A Periapt

Plate Armour (+2) - This is suitable for a human character but is too big for an elf or a dwarf.

The wyvern will hear the characters and lurk in wait for them to come in via the entrance with the mine cart tracks in it if it is there.

Otherwise if it is basking or heading back with prey it will roar in rage as it sees the characters leaving and will try to attack them if it can.

The Wyvern is not as cunning as a dragon and can be more easily tricked or possibly even scared.

17 - The Courtyard

Littered with the bones and odd parts of rotting carcasses the courtyard looks out over a stunning view down into the valley below and to a small

plateau around 400m further west which seems to have a hot spring on it.

There is a narrow stair, without railing, that leads from here, to the valley floor and unless the characters are running at considerable speed they will be able to make it down in an hour or so.

The valley connects to the one that they entered the crypts from so finding their way home should be easy.
And what tales they will have to tell when they get home.



New Creatures

Giant Wolf Spider

ATTACK 15 - Bite (d6, 3)
DEFENCE 2
Armour Factor 2 (Chitin)
EVASION 4
STEALTH 19
PERCEPTION 11
(Panoptical)
MAGICAL DEFENCE 4
Health Points d6+6
Movement: 15m (30m)
Rank-equivalent: 3rd

These spiders are quite a bit faster than those found weaving webs in the Jewelspider Wood.

The bite of a giant wolf spider carries a powerful paralytic venom. Anyone wounded by the spider must attempt to roll less than or equal to their STRENGTH on 3d6.

If they fail, they will be paralyzed within 2d4 Combat Rounds and stay that way for at least d3+1 hours.

During this time the spider will usually wrap the paralyzed victim in silk and hang them up to keep them safe for later.

Only if the spider is really hungry will it eat straight away.

These spiders can be found anywhere other giant spiders can be and are sometimes found in small packs of d3+1 individuals.

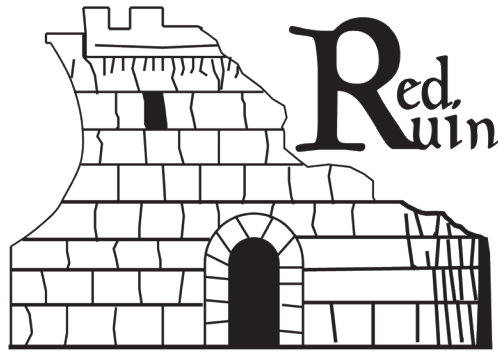
Rock Wyvern

ATTACK 21 - Bite (d6, 3) and
Sting (d8, 3 + strong poison)
DEFENCE 6
Armour Factor 6 (Scales)
EVASION 5
STEALTH 12
PERCEPTION 15
(Panoptical)
MAGICAL DEFENCE 12
Health Points 8d6+10
Movement: 10m (25m, flying
80m)
Rank-equivalent: 10th

A cousin to the more commonly encountered lowland wyvern, the rock wyvern lives in mountainous areas where its lair will tend to be within easy flying distance of a hot pool or spring where they spend part of the day soaking up the warmth.

The rock wyvern has the same fearsome bite and sting attacks as its lowland cousin but the grey/blue scales that cover large parts of the creature are even harder, stone hard in fact.

As with the lowland wyvern, the venom of the sting is extremely potent and causes the permanent loss of 1d3 HP if the victim fails their 4d6 roll against STRENGTH.



If you have enjoyed this scenario then please look out for other Dragon Warriors products produced by [Red Ruin Publishing](#) and available via [DriveThruRPG](#).

The Maunderlak Saga:

[The Fallen Monastery](#)

[The Ruins of Trostenhal](#)

[The Icevalen Mine](#)

[Ravenswall](#)

[Return to Trostenhal](#)